

Project - Network Simulator

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0.1 Objective:

Demonstrating the working of all the layers of Network Protocol Stack using Network Simulator

0.2 Programming Language used:

C++

0.3 Details:

- Object oriented programming concepts like creation of classes and objects is used.
 - Class **Device** - MACaddress , data , setMACaddress and seddata are the attributes.The objects created of this class are the nodes in the network.
 - Class **Hub** - data2, macAdd ,store and hub2dev are the attributes.The object created (hb1) keeps a check on whether data is reviewed at the correct device or not from the sender.
- The simulation in this project shows the flow of data from one node to other.
- Firstly, the user is expected to choose the source device and the destination device.


```

clang++ -std=c++17 -o main classes.cpp device.cpp hub.cpp main.cpp
./main
Devices we have: dev1, dev2, dev3, dev4, dev5
Choose SourceDevice:
dev1
Choose DestinationDevice:
dev4
SourceDevice Data Input for transmission:
11001
DeviceData before Transmission:
dev1 data before Transmission: 11001
dev2 data before Transmission: 0
dev3 data before Transmission: 0
dev4 data before Transmission: 0
dev5 data before Transmission: 0
What's your Choice? :
1: DedicatedNetworkConnection 2: StarTopologyConnection 3: CNC 4: BridgeDeviceConfiguration

```

Figure 3: Data each device contains before the transmission

0.4 Choice for the user:

In physical layer, transmission of bits from is from one device to other. The user is given two options for the transmission of data.They are -

- Using a Dedicated network connection

```

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./main
Devices we have: dev1, dev2, dev3, dev4, dev5
Choose SourceDevice:
dev1
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dev1 data before Transmission: 11001
dev2 data before Transmission: 0
dev3 data before Transmission: 0
dev4 data before Transmission: 0
dev5 data before Transmission: 0
What's your Choice? :
1: DedicatedNetworkConnection 2: StarTopologyConnection 3: CNC 4: BridgeDeviceConfiguration
DeviceData after Transmission:
dev1 data after Transmission: 0
dev2 data after Transmission: 0
dev3 data after Transmission: 0
dev4 data after Transmission: 11001
dev5 data after Transmission: 0

```

Figure 4: Dedicated network

- Using a Star topology connection

```

1 clang++7 -pthread -std=c++17 -o main classes.cpp device.cpp hub.cpp main.cpp
2 ./main
3 Devices we have: dev1, dev2, dev3, dev4, dev5
4 Choose source device:
5 dev1
6 Choose Destination device:
7 dev4
8 SourceDevice Data Input for transmission:
9 11001
10 dev1 data before Transmission:
11 dev1 data before Transmission: 11001
12 dev2 data before Transmission: 0
13 dev3 data before Transmission: 0
14 dev4 data before Transmission: 0
15 dev5 data before Transmission: 0
16 What's your choice? :
17 1: DedicatedNetworkConnection 2: SharedTopologyConnection 3: CRC 4: BridgeDeviceConfiguration
18 2
19 Data doesn't belong to dev2
20 Data doesn't belong to dev3
21 dev4 Accepted the Data and the Received data is: 11001
22 Data doesn't belong to dev5

```

Figure 5: Star topology

- Bridge device configuration** - This is functionality of Data link layer. In this configuration, switch is being created and the user is asked to enter the total number of end devices. Also once the receiver receives the frame, it sends back an ACK to the source. Total time for transmission is shown after the transmission is complete. The user is then asked if he/she wants to more transmission.

```

1 What's your choice? :
2 1: DedicatedNetworkConnection 2: SharedTopologyConnection 3: CRC 4: BridgeDeviceConfiguration
3 4
4 Enter total number of end devices:
5 5
6 Choose source from 1..5:
7 1
8 Source Device Data to be transmitted:
9 11001
10 Received frame number: 1 at the destination 1
11 The source 1 received the ack
12 Received frame number: 2 at the destination 1
13 The source 1 received the ack
14 Received frame number: 3 at the destination 1
15 The source 1 received the ack
16 Received frame number: 4 at the destination 1
17 The source 1 received the ack
18 Received frame number: 5 at the destination 1
19 The source 1 received the ack
20 Received frame number: 1 at the destination 2
21 The source 1 received the ack
22 Received frame number: 2 at the destination 2
23 The source 1 received the ack
24 Received frame number: 3 at the destination 2
25 The source 1 received the ack
26 Received frame number: 4 at the destination 2
27 The source 1 received the ack
28 Received frame number: 5 at the destination 2
29 The source 1 received the ack
30 Total Time Taken for Transmission: 96-00
31 Broadcast device 1's and destination device 1's

```

Figure 6: Functioning of Bridge device configuration

- **Error Control** - Achieved by using the concept of **CRC** .
The user is asked to enter the source input and the coefficients of the generator polynomial.
After this, the data to be sent is calculated.
The user is then expected to enter the recieved data and therefore the remainder is calculated.
If the remainder is in the form of string of 0's, there is no error.
If there is atleast one 1 , there is a error.
We have shown below two test cases for error detection.

The figure consists of two screenshots of the NetSimCN application interface. Both screenshots show a terminal window with the following code and output:

```

./classes -o option -radius=77 -o main classes.cpp device.cpp lab.cpp main.cpp
./main
Enter no. of hosts: dev1, dev2, dev3, dev4
Enter SourceAddress:
dev1
Enter DestinationAddress:
dev2
Enter Data Input for transmission:
11001
Enter data before transmission:
11001
dev1 Data before Transmission: 11001
dev2 Data before Transmission: 0
dev3 Data before Transmission: 0
dev4 Data before Transmission: 0
What's your choice? 1
1
Enter polynomial coefficients: 2: dev2polynomialcoefficients 3: dev4: dev4polynomialcoefficients
Enter coefficients of generator polynomial:
110
Polynomial: 110
Dividend: 1100100
Divisor: 1100100
Data for send: 1100100
Error Data Received:
1100100
Remainder: dev: dev
Remainder Data Received Without Any Error
0

```

In the first screenshot, the remainder is 0, indicating no error. In the second screenshot, the remainder is 110, indicating an error.

Figure 7: Test cases for error detection